

VIDEO GAME CARTRIDGE  
FOR THE ATARI 5200 SUPERSYSTEM

ATARI<sup>®</sup>  
5200

# Ms. PAC-MAN

Woman Of The Year



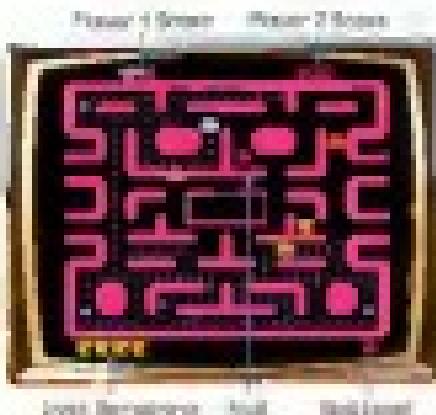
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Atari, Inc. by Pacific Electronics, Inc.

insert your 32000™ game cartridge so the label faces you and reads right-side-up. Be sure the cartridge is firmly seated in the center slot of the console. But do not force it. Then press the POWER switch on. See your owner's manual for further details.

# THE MS. PAC-MAN CHASE

Here she is... the Queen of Video Games, Ms. PAC-MAN! The object of the game is to score as many points as you can while trying to clear the mazes of dots. Use your 6000 controller to guide this fearless gobbler around the mazes as she gobbles up dots, fruit, protein energy pills, and ghosts. Move your joystick up, down, right, or left to guide Ms. PAC-MAN in the same direction.

Watch out for those feisty gosols. They usually descend after Mr. PAC-MAN trying to gobble her up. If one of them catches her, you lose a life.



When MS PAC MAN eats an energy pill, the ghosts turn blue with fright. At this time, MS PAC MAN can gobble up the ghosts, racking up even more points with each ghost she gobbles.



**“The most important thing is to remember that there is no such thing as a pure culture.”**

# GAME PLAY

You choose from the following eight skill levels which progress in difficulty:

Froddy Bear		Cherries	
Strawberry		Orange	
Pear		Apple	
Banana		Bananas	

(See GAME SELECTION.) Each time you clear a maze, game play progresses automatically to the next higher skill level.

After MS. PAC-MAN clears the maze in the Banana skill level, the game difficulty progresses, but the fruit is chosen at random, and the maze alternate. The random fruit ranges from the full level of which you start if you start at Cherries, you could encounter any fruit, but if you start at Bananas, you will only encounter Bananas since that is the most difficult level.



There are four different maze patterns and three different cartoon intermissions in the MS. PAC-MAN game.

## Maze 1

This is the easiest maze. It is used in the Froddy Bear, Cherries, and Strawberry skill levels. The first cartoon intermission begins after you clear the screen of the Strawberry level.

## Intermission 1

MS. PAC-MAN™ and MR. PAC-MAN meet and it's love at first sight!

## Maze 2

This is a difficult maze with long twisting corridors and an escape tunnel at the top. Maze 2 is used in the Orange, Pear, and Apple skill levels. The second cartoon intermission begins after the Apple level.



## Intermission 2

MS. PAC-MAN and Ms. PAC-MAN often nuzzle each other across the screen.

## Maze 3

This is the most difficult maze with a trap at the bottom and only one short escape tunnel. Maze 3 is used in the Pear Banana and first two random hub skill levels. The third random Intermission begins after you clear the random hub maze twice.

## Intermission 3

Visit from the stock delights MS. PAC-MAN and MS. PAC-MAN.

## Maze 4

This easy maze is used with random hub [see GAME PLAY].

The game then continues to progress in circuitry with random hub and four screens of maze 3 that alternate with four screens of maze 4.

Each game starts with five MS. PAC-MAN lives indicated by the lower left corner of the screen. You score points when MS. PAC-MAN eats dots, energy pills, ghosts, and fruit that appear twice on each screen. Each time the maze is cleared, the screen flashes momentarily, and a new maze of dots appears. The game ends when you lose all your MS. PAC-MAN lives.

When MS. PAC-MAN eats an energy pill, the ghosts turn blue, and the can gobble them up for more points. Then the eyes of the gobblin' ghosts float back to the regeneration chamber in the center of the screen. Because the effects of the energy pill only last a short time, MS. PAC-MAN has to move fast! The ghosts find the music changes just before the energy pill wears off. Then the ghosts return to their original colors, and MS. PAC-MAN loses her ghost gobbling powers.

## USING THE CONTROLLERS

Plug your 5200 controller firmly into jack 1 for one-player games or plug a second controller into jack 2 for two-player games.

## GAME SELECTION

When the cartridge is inserted and the POWER is switched ON, the program automatically plays a MS. PAC-MAN game. Use this opportunity to see how the game is played. Press **SELECT** to view a game selection screen with a MS. PAC-MAN billboard at the top. Press the left **▲** key to choose the skill level you would like to play. The skill levels are indicated by fruit symbols on the screen. Press the right **▼** key to choose a one- or two-player game.

## To START, PAUSE, and RESET a game

Press **START** to begin playing a MS. PAC-MAN game.

Press **PAUSE** to freeze the game play. Press **PAUSE** again to resume game play. Press **PAUSE** and **SELECT** to start another game of the same skill level. Press **PAUSE** and **RESET** to return to the game selection screen.

Press **RESET**  
to start  
the game  
back to  
the game  
selection  
screen.

## Joystick Control

Use your joystick to move MS. PAC-MAN around the maze. She moves in the same direction you move the joystick. For a quick escape, glide MS. PAC-MAN out an exit and through an escape tunnel. She'll re-enter the maze on the opposite side.

## SKILL LEVELS

This ATARI MS. PAC-MAN game contains eight skill levels which are represented by symbols on the lower right corner of the screen. Each skill level progresses automatically to the next highest level when you clear the maze of

dots. The easiest level is indicated by a Teddy bear, and the most difficult level is indicated by a banana. The Cheesecake level is the same difficulty as the arcade version of MS. PAC-MAN.

# Woman Of The Year!

## SCORING

The score for player 1 or a single player is displayed in the upper left side of the screen. The score for player 2 is displayed at the upper right side of the screen. The current player's score is white; the other player's score is red.

You score 10 points for every dot and 50 points for every energy pill that MS. PAC-MAN eats. You score extra points when MS. PAC-MAN eats ghosts, floating fruit, and pretzels. The longer MS. PAC-MAN survives, the more valuable the bonus treats become.

ITEM	POINTS
DOT	10
ENERGY PILL	50
TEDDY BEAR	50
CHEESECAKE	100
STRAWBERRY	200
ORANGE	300
PRETZEL	700
APPLE	1000
PEAR	2000
BANANA	5000
FIRST GHOST	200
SECOND GHOST	400
THIRD GHOST	800
FOURTH GHOST	1600

**E** BONUS LIFE  
At 10,000 points

## HELPFUL HINTS

\* For a high score, wait until the ghosts are closer to MS. PAC-MAN when she is near an energy pill. Then eat the energy pill and gobble up all the ghosts.

\* Get to know the different mazes. Each has its own escape tunnels which can often save MS. PAC-MAN at the last second.

\* Practice clearing the maze of dots before trying to gobble up ghosts. Eventually you'll learn which techniques work best.

\* When the ghosts start catching up with MS. PAC-MAN, try one of these tips to outrun them: (1) Dot slow down MS. PAC-MAN so travel on a clear path. (2) MS. PAC-MAN uses her corners by turning before she actually reaches them. (3) Use the tunnels. The ghosts don't move as fast in them.

\* All the ghosts have different personalities and speeds. Watch and learn how they each chase MS. PAC-MAN.



# ATARI SERVICE

Our technical  
personnel are ready to assist you  
with your Atari® Computer needs.

Please welcome your comments.  
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